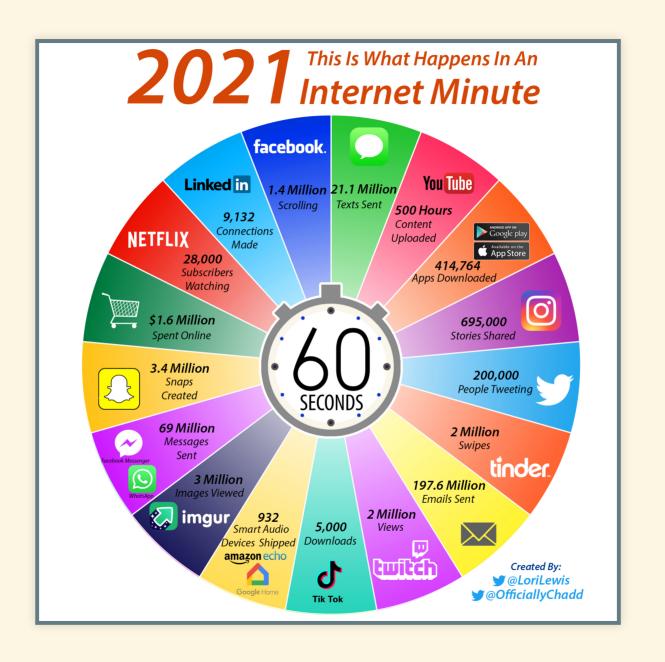
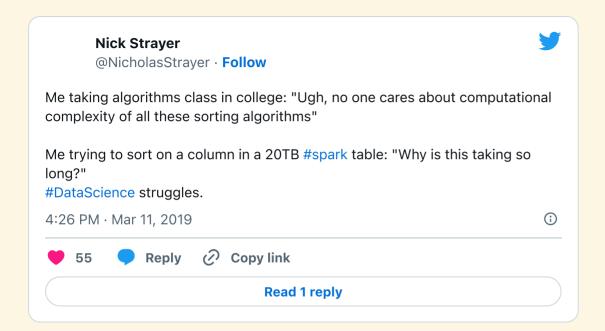
# Introduction to Big Data

Lesson 1.1 What is big data?

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Tuesday, March 29, 2023







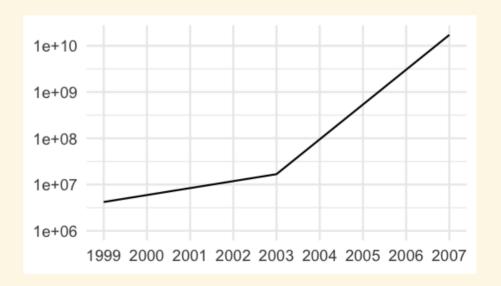
- started to be used in the 1990's
- is a vague, ill-defined notion
- refers to data that cannot be managed by commonly-used software
- is inherently relative to **who** is using it and **where**

What can be considered "big" **evolves over time** since **software constantly improves capacity**.

## Line and row limits of **Microsoft Excel** tablesheets

	Version		Lines		Columns	
until	1995	7.0	16	384		256
until	2003	11.0	65	536		256
from	2007	12.0	1 048	576	16	384

## Max. number of items stored in one tablesheet



#### Besides software, hardware is also evolving:

- faster and more massive storage
- faster and more massive memory
- more and faster processors
- more specialized processors
- better connectivity
- improved architecture

For instance, it now possible to use graphic cards to perform computation.

Size is **not** the only thing that matters.

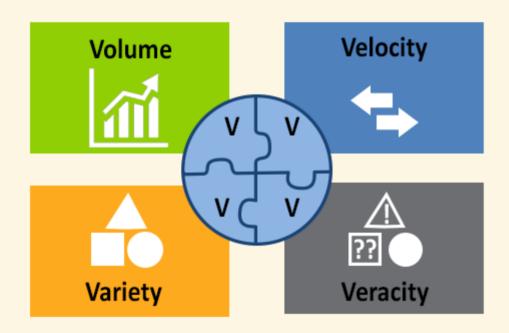
In a tablesheet program, what kind of information can't you store properly?

- relationnal data
- images, long texts
- unstructured data (ex: web page)
- rapidly varying data (ex: tweeter feed)

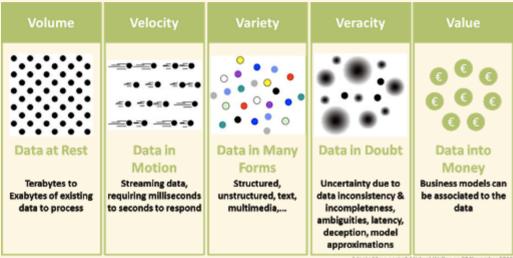
#### The "3 V's of Big Data"

- Volume (massive, taking place)
- Velocity (fast, updated constantly)
- Variety (tabular, structured, unstructured, of unknown nature, mixed)

**Specific challenges** to each **V** 

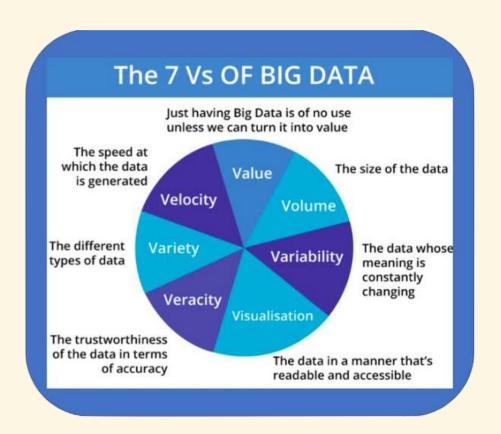


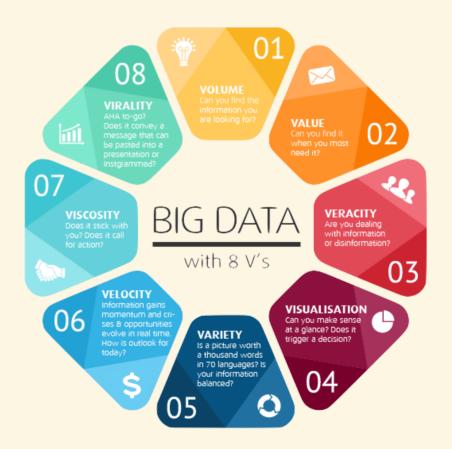
#### Marketers constantly invent new V's

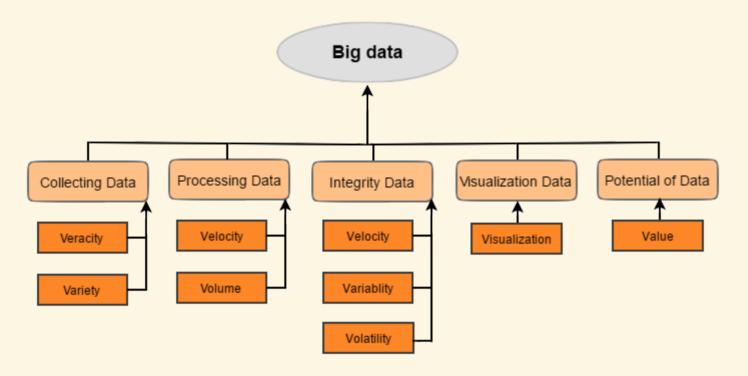


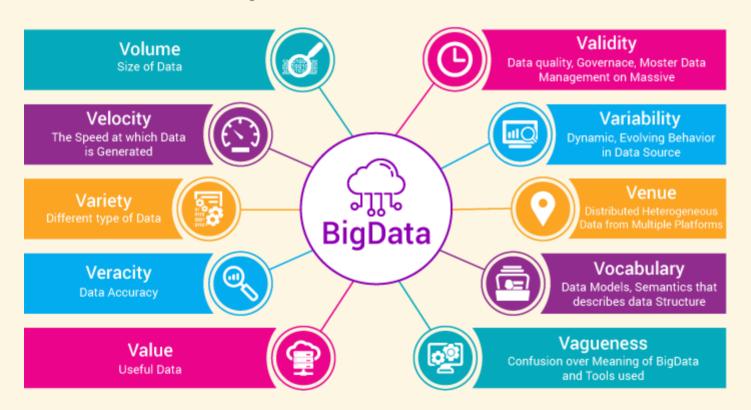
Adapted by a post of Michael Walker on 28 November 2012











### How big is "Big Data"?

To this day, can be considered "big" for a data analyst:

- more than 1 000 000 rows and/or more than 100 000 columns
- one individual file over 4 Go<sup>1</sup>
- memory needs over 8-10 Go<sup>2</sup>
- storage needs over 0.1 to 1 To <sup>2</sup>
- processing taking over one hour (see later)

<sup>&</sup>lt;sup>1</sup> Limit for many old computers, external drives or USB sticks (FAT32 file system)

<sup>&</sup>lt;sup>2</sup> Average desktop

### How big is "Big Data"? (volume)

#### What is usually **not** an issue:

- file size on modern OS<sup>3</sup>
- database management systems' constraints

#### What **is** usually an issue:

- your physical storage
- computation time

<sup>&</sup>lt;sup>3</sup> Over 16 To for Window's NTFS, Unix's ext4 and Apple's APFS

<sup>&</sup>lt;sup>4</sup> You will probably run out of disk space before you can reach MySQL's limit of 65 536 To

### How fast is "Big Data"? (velocity)

To this day, any data change is challenging for a data analyst:

- most data analysis is done with data "at rest"
- version control (slow-changing data) or stream (fast-changing)
- current effort to port version control from code to data and to processing pipelines <sup>1</sup>
- most spreadsheet or statistical software is not well adapted to streams of data
- processing data streams can be challenging (delay, keep the order, retrain the model?)

<sup>&</sup>lt;sup>1</sup> Processing pipelines notably include (but are not restricted to) data wrangling, ETL (extract, transform and load) and ML-Ops (machine-leaning operations; e.g updating machine-learning model when in production).

### How heterogeneous is "Big Data"? (variety)

To this day, **any non-textual format** and **any non-standard textual format** is an issue for data scientist:

- **images**, **sounds**, **videos** are not supported by most spreadsheets or statistical software and rarely supported by non-specialized databases
- any non-standard format is a challenge (ex: annotated texts, vocal message conversations, etc.). How to store? How to process?

What is usually **not** an issue:

- storing network data (e.g. social graphs) (neo4J)
- storing formatted text such as XML, JSON, HTML, etc (mongoDB)
- storing raw, unformatted text (Elasticsearch, apache Solr)
- storing spatial data (PostGIS)

Processing those data can be hard and takes time

#### **BUT data do not just sit here:**

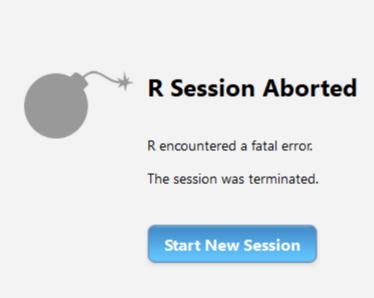
- we copy, transform, use data: data pipeline
- "big" data are especially data that take time to process
- focus shift from "big data" to "large-scale computing"

There are **many possible issues** with processing a lot of data...

...problems of **memory**...

```
Error: cannot allocate vector of size 3.6 Mb Error: cannot allocate vector of size 122 Kb
```

... problems of **unexpected failures**...



... problems of **computation time**...



#### Shift from:

How better do my estimations become for each additional observation?

To:

How better do my estimations become **for each FLOP** (floating-point operation)? Or **for each additional second of computation**? Or **for each extra kWh** spent?

- We often can't use all the data we have at hand
- Sampling is always possible and encouraged, but can we do better?

### Pragmatic limits to storage and computing

- physical constraints
- financial constraints
- ecological constraints
- ethical constraints
- political consideration

### Statistical issues

- the weakest relations become significant asymptotically
- ullet curse of dimensionality: when the number of columns or variables p increases, the p-dimensional space becomes very vast and empty, and the observations become inevitably very sparse
- ullet issue when p increases proportionally to n (the number of rows or observations), giving rise to the field of high-dimensional statistics
- computational issues cumulate (e.g. rounding errors)
- with streams, all data may not arrive at once then we need algorithms that can be updated when new data arrive
- even if data is random, the order in which we receive the data may not be and we need algorithms that can guarantee good beahviour in this locally non-independent context; this is the field of online learning

### IN THE NEXT SECTION

- goal: understand why some data are hard to store and use
- necessary step: look at how a regular simple computer works